[0234] **32** Battery
[0235] **33** Spectacle lens
[0236] **34** Spectacle arm
[0237] **35** HMD
[0238] **36** External computer unit
[0239] **37** GUI
[0240] **38** First button
[0241] **39** Second button

1. A method of representing a virtual interaction on at least one screen (**1**) by means of a computer unit (**2**), comprising at least the following steps:

representation of a virtual surface (**3**) on at least one screen (**1**);

representation of a position of a pointer by means of a defined deformation (**4**) of the virtual surface (**3**) if the pointer is located on the virtual surface (**3**);

displacement of the defined deformation (**4**) upon a corresponding displacement of the pointer while the previously defined deformation (**4**) is cancelled, in which the at least one pointer is generated by means of an input device (**12**) for a virtual application by means of a computer unit (**2**), wherein the input device (**12**) comprises at least the following components:

a fastening device (**13**) for fastening to a hand (**14**);

a recording device (**15**) for creating recording data of the relative position of at least one finger (**7**, **8**, **10**, **11**) of a hand (**14**) with respect to the input device (**12**) and/or with respect to at least one further component of the hand and/or with respect to a real surface, if the activated input device (**12**) is fastened to the hand by means of the fastening device (**13**);

an internal computer unit (**2**) for processing the recording data;

a transmitter unit (**16**) for sending the processed recording data of the computer unit (**2**), wherein by means of said recording data at least one corresponding virtual interaction can be generated by means of the internal and/or an external computer unit (**2**).

2. A method of representing a virtual interaction on at least one screen (**1**) by means of a computer unit (**2**), comprising at least the following steps:

representation of a virtual surface (**3**) on at least one screen (**1**), wherein the virtual surface (**3**) comprises a coordinate system with an x-axis and a y-axis in the virtual surface and a z-axis pointing out of the virtual surface;

representation of a position of a pointer by means of a defined deformation (**4**) of the virtual surface (**3**), if the pointer is located on the virtual surface (**3**), wherein this defined deformation comprises a two-dimensional extent in the x-direction and in the y-direction and an extent in the z-direction;

displacement of the defined deformation (**4**) in the x-direction and/or y-direction upon a corresponding displacement of the pointer in the x-direction and/or y-direction while the previously defined deformation is cancelled.

3. A method of representing a virtual interaction on at least one screen (**1**) by means of a computer unit (**2**), comprising at least the following steps:

representation of a virtual surface (**3**) on at least one screen (**1**);

representation of a position of a pointer by means of a defined deformation (**4**) of the virtual surface (**3**) if the pointer is located on the virtual surface, wherein this defined deformation (**4**) is only used to indicate the position of the pointer;

displacement of the defined deformation (**4**) upon a corresponding displacement of the pointer while the previously defined deformation (**4**) is cancelled.

4. The method according to claim **1**, wherein the defined deformation is made by means of at least one finger.

5. The method according to claim **1**, wherein a plurality of fingers respectively generates a defined deformation, and wherein by means of the plurality of fingers at least one virtual object can be grasped.

6. The method according to claim **1**, wherein a plurality of virtual surfaces (**3**) is provided that form at least one virtual object (**6**), wherein a plurality of pointers is provided that are displayed respectively by a defined deformation (**4**), wherein upon a corresponding change of at least one of the defined deformations (**4**), the virtual object (**6**) can be manipulated.

7. The method according to claim **1**, wherein a distance limit of the pointer to at least one surface (**3**) is defined, wherein if the distance limit is undercut, the defined deformation (**4**) is changed and when the pointer is displaced a virtual kinetic action on the surface is possible, and wherein when the distance limit is exceeded the virtual surface (**3**) rests and a displacement of the pointer leads to a displacement of the defined deformation (**4**) relative to the virtual surface (**3**).

8. An input device for a virtual application by means of a computer unit (**2**), which input device is designed as a ring, wherein the ring comprises at least the following components:

a fastening device (**13**) for fastening the ring to a finger with an accurate fit;

a recording unit (**15**) for generating recording data of the relative position of at least one finger (**7**, **8**, **10**, **11**) of a hand (**14**) with respect to the input device (**12**) and/or with respect to at least one further component of the hand (**14**) and/or with respect to a real surface, if the activated input device (**12**) is fastened to the finger (**9**) by means of the fastening device (**13**);

an internal computer unit (**2**) for processing the recording data;

a transmitter unit (**16**) for sending the processed recording data of the computer unit (**2**), wherein by means of said recording data at least one corresponding virtual interaction can be generated by means of the internal and/or an external computer unit (**2**).

9. The input device (**12**) according to claim **8**, wherein the recording unit (**15**) is at least one camera (**17**, **18**) with a pre-defined field of view (**28**), wherein by means of the field of view (**28**) at least one finger (**7**, **8**, **9**, **10**, **11**) of the hand (**14**) can be detected, and wherein the at least one camera (**17**, **18**) is configured to record images of natural surfaces, preferably by means of a wide angle objective.

10. The input device (**12**) according to claim **8**, wherein the input device (**12**) further comprises at least one accelerometer and/or a gyroscope, by means of which spatial changes of position of the input device (**12**) can be detected.

11. A system (**27**) for representation and for interaction with a virtual surface (**3**), which comprises at least one of the following components: